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ABSTRACT

A collection of five board games for the Spanish language classroom contains gameboards, game markers, and directions for each game. It also contains general instructions for the teacher about the classroom use of board games. The games include: "Uvas," for use in vocabulary development and cultural awareness; "Montana Rusa," for general question-and-answer practice, verb drill, and grammar practice; "El Futbol," for vocabulary development and verb drill; "La Corrida de Verbos," for practicing the differences between two categories of verbs; and "Paso a Paso," for drilling verb types. (MSE)

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Five Board Games for the Language Classroom

¡Uvas!

Montaña Rusa

El Fútbol

La Corrida de Verbos

Paso a Paso

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BOARD GAMES

To the teacher:

You may use these board games in two ways.

A) Permanent game board

Using brightly colored felt tip pens, decorate the board. Then take it to the AV department and ask them to dry mount and laminate it. There are three possibilities for your permanent game:

- 1) Have each section remain separate for easier storage, putting it together like a puzzle on the desks or table in order to play the game. Store the game between uses in an empty ditto-master box or similar size box. You may also want to decorate the box.
- 2) Hinge the sections permanently on the bottom side and fold the game for easier storage after each use.
- 3) Assemble the sections on a single large dry mount board and laminate the complete game in one piece.

Color, cut, mount, and laminate all other game parts. Question or penalty cards should be mounted on a lighter weight paper, of course, than the game markers.

Prepare question cards as indicated on the direction sheet enclosed with each game. Use 1/2 of a 3 x 5 card. If possible, use colored index cards.

You will now have an attractive game set for any 2-6 students to use.

- 1) You may want to use each game as part of an individualized learning center.
- 2) Use all five games to allow all students in class to play a game at the same time.

B) Multiple sets for simultaneous entire class use

Use the game sheets enclosed as a master copy.

- 1) Xerox enough copies for entire class.
- 2) Make a ditto master of each sheet and run copies.

Divide class into small groups of two to four students each. There should be one copy of each page for each small group of students in the class. If groups of four students will play each game, divide the number of students in class by four. For a class of 28 students, therefore, make 7 copies of each page. If two students will play each game, divide number of students by two. Run 15 copies of each page for a class of 30 students, for example. Of course, it is also wise to run off a couple of extras for emergencies. Hand out a copy of each page of the game to each group of students in class. Have them cut out the markers and cards.

- 1) Ask students to bring scissors to class that day.
- 2) Borrow scissors from the Art Department.
- 3) Students can take the sets home and return them the following day ready to play. Use the extras you ran off for those who forget.
- 4) As a club activity, have Spanish Club students meet and prepare the games. If you have four classes of 30 students each, however, remember that they may have to prepare up to 60 game sets.

Since multiple sets of games will be made, the question cards must also be duplicated for each group.

- 1) Write or type the questions on regular typing paper. Divide an 8 1/2 x 11 sheet of paper into four sections vertically and four sections horizontally, writing one question in each of the sixteen squares. Duplicate this page on the heaviest copy paper available. (The heavier the paper, the less likely that the questions can be read through the paper.) Cut these yourself or have a trusted student do so. Separate into game sets and distribute at game time.
- 2) Make 7-15 separate sets of questions on index cards. Collect and re-use for all classes. Make one master set of questions and then ask trusted students to copy the needed additional sets.
- 3) Hand out blank cards (made of heavy paper or index cards) to each group.
 - a) Give careful directions so that each group of students can make their own questions. This may be assigned previously, collected, and checked. Students then copy only those questions you have previously approved.
 - b) Type and run off copies of a list of questions for study and to be used in the game. Students can copy these questions onto the blank cards.

You now have a game that all students in the class can play simultaneously in small groups of two to four students each. When the game is over, it can be discarded (especially those on purple dittos) or students can be allowed to keep it for their own use.

C) You might want to have your game and play it too. Make a second "Master Copy" of each game. Then you can play the game either way, depending on which is most appropriate at the time. Make one set into a colored, mounted, and laminated board game, and use the other set for making ditto or xerox copies for the entire class.

The first four games were developed under an ESEA Title IV-C Teacher Grant from the Ohio Department of Education and were originally published through the Instructional Materials Committee of the Ohio Modern Language Teachers Association.

¡UVAS!

TO THE TEACHER:

This game consists of the following materials:

- 1 game board.* The game board comes in two 8½ x 11 sections.
(Optional: Color the game board with felt tip water colors. Put the two halves together, and glue onto cardboard. Laminate.)
Assemble board by matching the two halves.
- 4 uva cards.* There are two *uva* cards per page. Cut cards apart.
(Optional: Color the uva cards, glue onto cardboard. Laminate.)
- 54 uva discs and 8 stems.* Color and cut out.
- 1 direction sheet and 4 game markers.* Cut out game markers.

You need to add the following:

- 1 die.*
- 45-60 numbered question cards. Use 3 x 5 index cards cut in half. Put one question on each card and a number in the upper right hand corner of the card.
- 1 answer key.* The answer key is a list of answers to the questions on the question cards. The number on the answer key should correspond to the number on the card.
Suggestion: Prepare the answer key first, numbering each answer. Then prepare the cards to go with each answer.

Suggestions for question cards:

- Vocabulary game: Prepare a list of 45-60 cognates. Put the Spanish word on the answer sheet and the corresponding English word on the question card. The student must name the Spanish word and spell it correctly.
- Vocabulary game: Prepare a list of 45-60 vocabulary words. Put the Spanish word on the question card. Put either the English definition on the answer sheet or a Spanish definition on the answer sheet depending on the level of the class.
- Culture game: Put a cultural question on the question card and the answer on the answer sheet. Play this in either Spanish or English depending on the level of the class.

If there are not enough (45-60) questions available, repeat the more difficult items. Thus, two cards may have the same question, number, and answer.

¡UVAS!

DIRECTIONS (for 2-4 players)

OBJECT: To fill your card with *uvas* and stem.

PROCEDURE:

- Each person rolls the die. The person with the highest number goes first.
- Beginning at the block marked START, move your marker in turn around the board, clockwise. Throw the die to determine how many blocks to move.
- Follow directions as stated on the block on which you land.
 1. When landing on *pick one card*:

Put the question cards in a pile face down. Pick the top card of the pile. Each card is marked with a question and a number. To check your answer to the question, see the number on the top right hand corner and check the corresponding number on the answer key. If your answer is correct, take one *uva* disc and place on one space of your *uva* card.
 2. When landing on *pick one stem*:

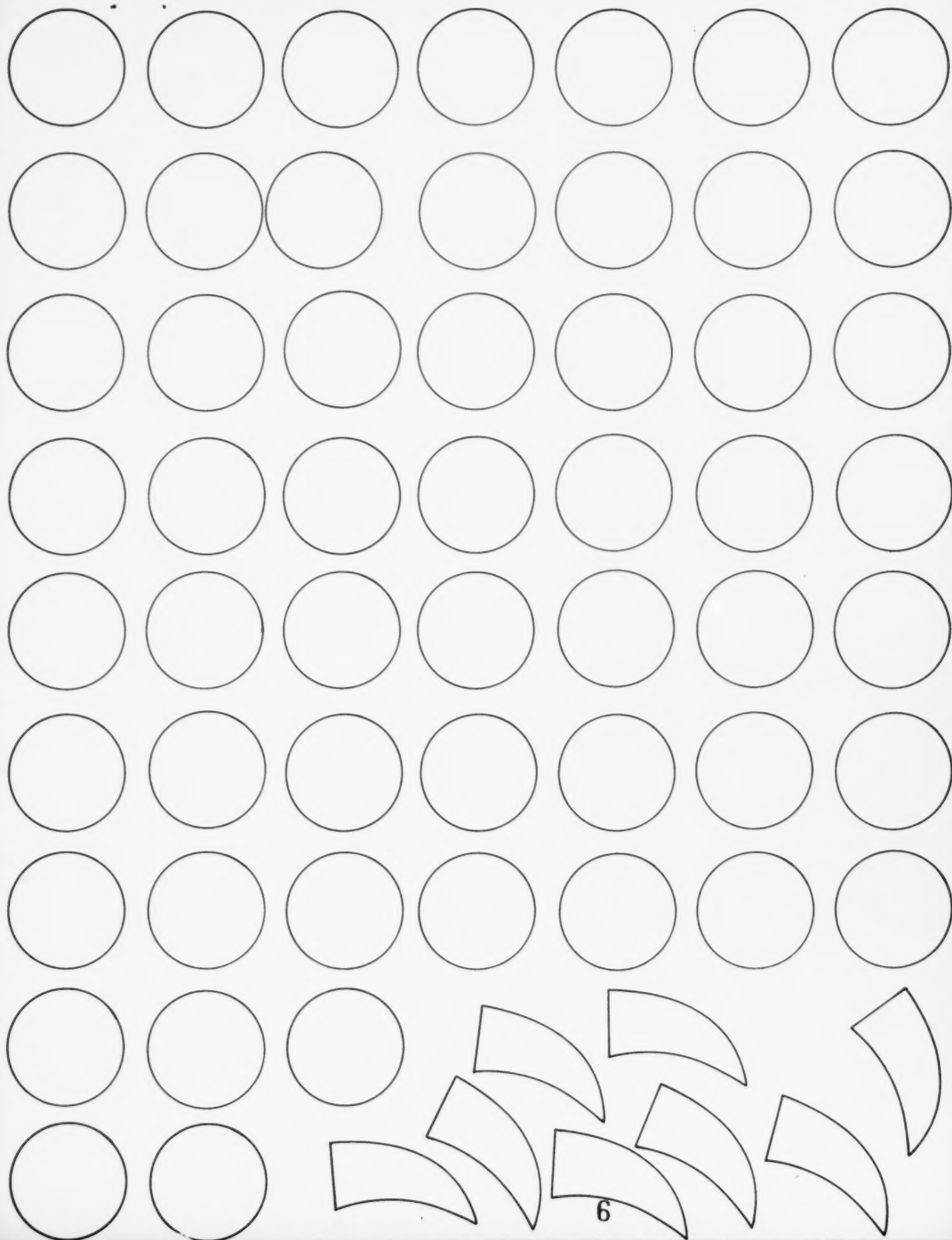
Take one stem from the pile and place on your card. Each player needs only one stem per card and you must have one to win.
 3. When landing on *put one uva back*:

Take one *uva* disc from your *uva* card and return it to the correct pile.
 4. When landing on *¡Uvas!*:

This is a special block that entitles the player to one *uva* disc without having to answer a question.
- The game continues in this manner until the first player has filled his/her card with *uva* discs, including the stem. The winner yells, "¡VINO!"

GAME MARKERS:





Pick
one
stem.

Go back
2
spaces.

¡Uvas!

Pick
one
stem.

Pick
one
card.

Pick
one
card.

¡Uvas!

Pick
one
card.

Put 1
uva
back.

Go back
2
spaces.

¡UVAS!



START

Pick
one
card.

Pick
one stem.

Pick
one
card.

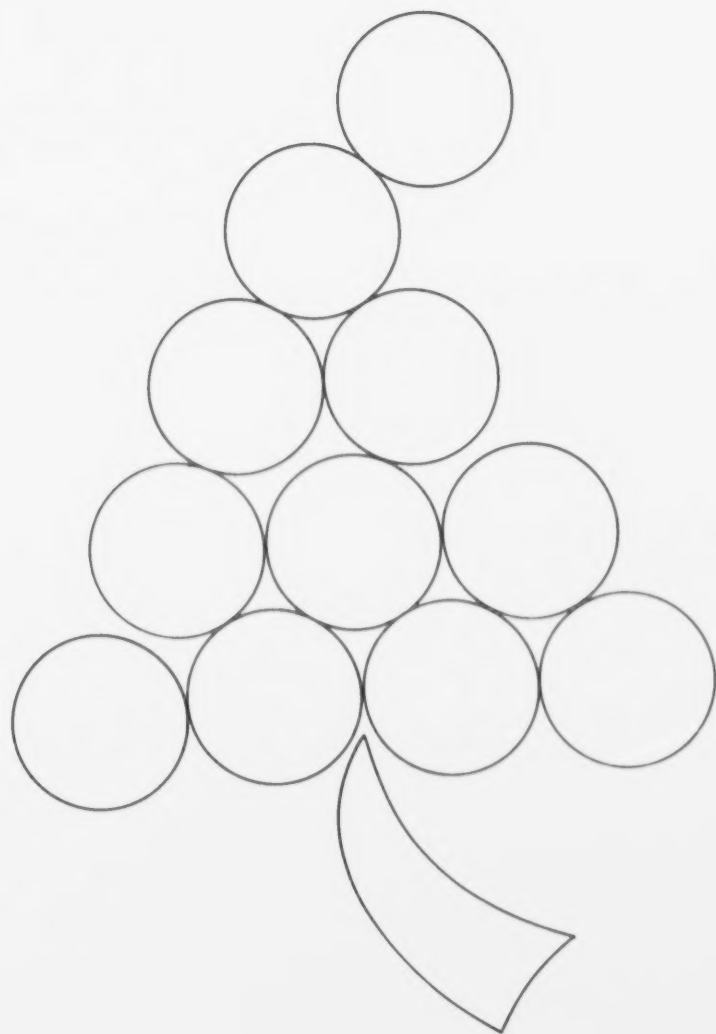
¡Uvas!

Move
ahead
2 spaces.

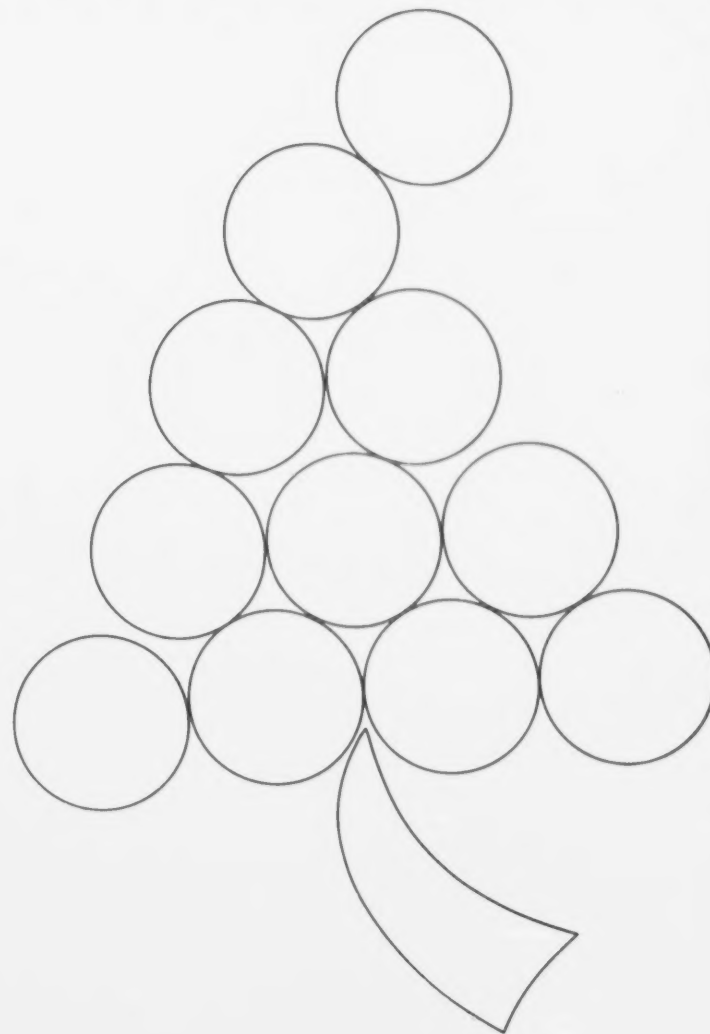
Pick
one
stem.

Pick
one
card.

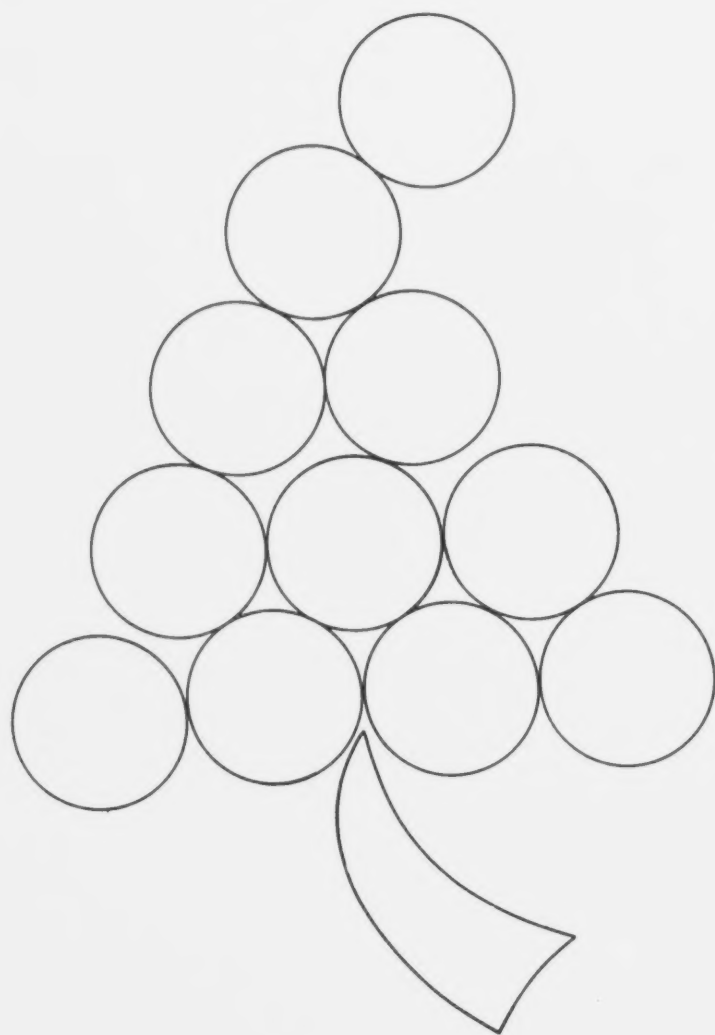
¡Uvas!



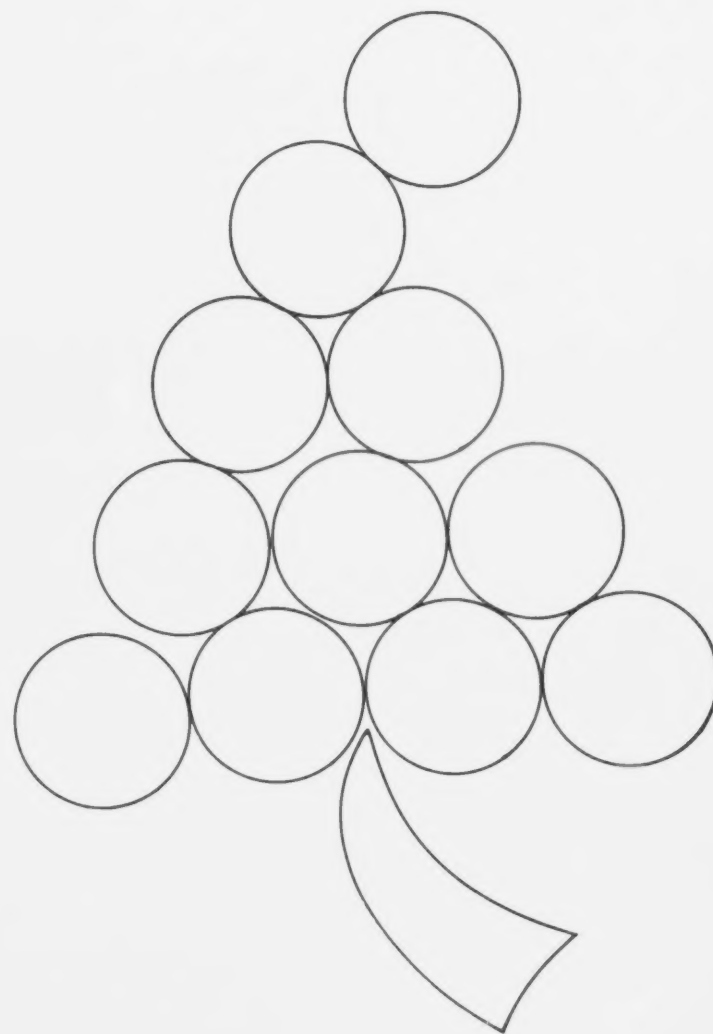
11



12



13



14

MONTAÑA RUSA

TO THE TEACHER:

This game consists of the following materials:

- 1 game board.* The game board consists of four 8½ x 11 sections.
Assemble the sections so that they form a roller coaster by matching the sign, the palm tree, and the popsicle stand.
(Optional: Color the board with felt tip pen, match the sections of the game board, glue onto cardboard, and laminate.)
- 4 game markers.* Cut out markers, glue onto cardboard, and laminate.
- 1 direction sheet.*

You need to add the following:

40 question cards (approximately) and *an answer sheet*. Each question card should be numbered, and the answer sheet numbered accordingly. Use 1/2 of a 3 x 5 index card for each question.

1 die.

Suggestions for question cards:

- Questions:** Write simple questions to which the students should know the answers. Examples: ¿Qué tiempo hace en este mes? ¿Qué día es hoy? ¿Cómo se llama el director de la escuela? ¿Dónde está Venezuela?, etc.
- Verbs:** Write the infinitive of a verb and a subject on each card. The student must give the correct verb form in the tense being studied. Example: "llamar - Tú _____." (llamaste, for example).
- Grammar:** Write a sentence with a blank where an appropriate grammatical concept must be known to complete the sentence. The student must correctly complete the sentence given. It is desirable, although not necessary, to give a multiple choice question. Old copies of the National Spanish Examination have good suggestions for questions of this type. Example: Paco va _____ parque. 1) a 2) la 3) lo 4) al. The answer is #4.

If there are not enough (40) questions available, repeat the more difficult items. Thus, two cards may have the same question, numbers, and answer.

MONTAÑA RUSA

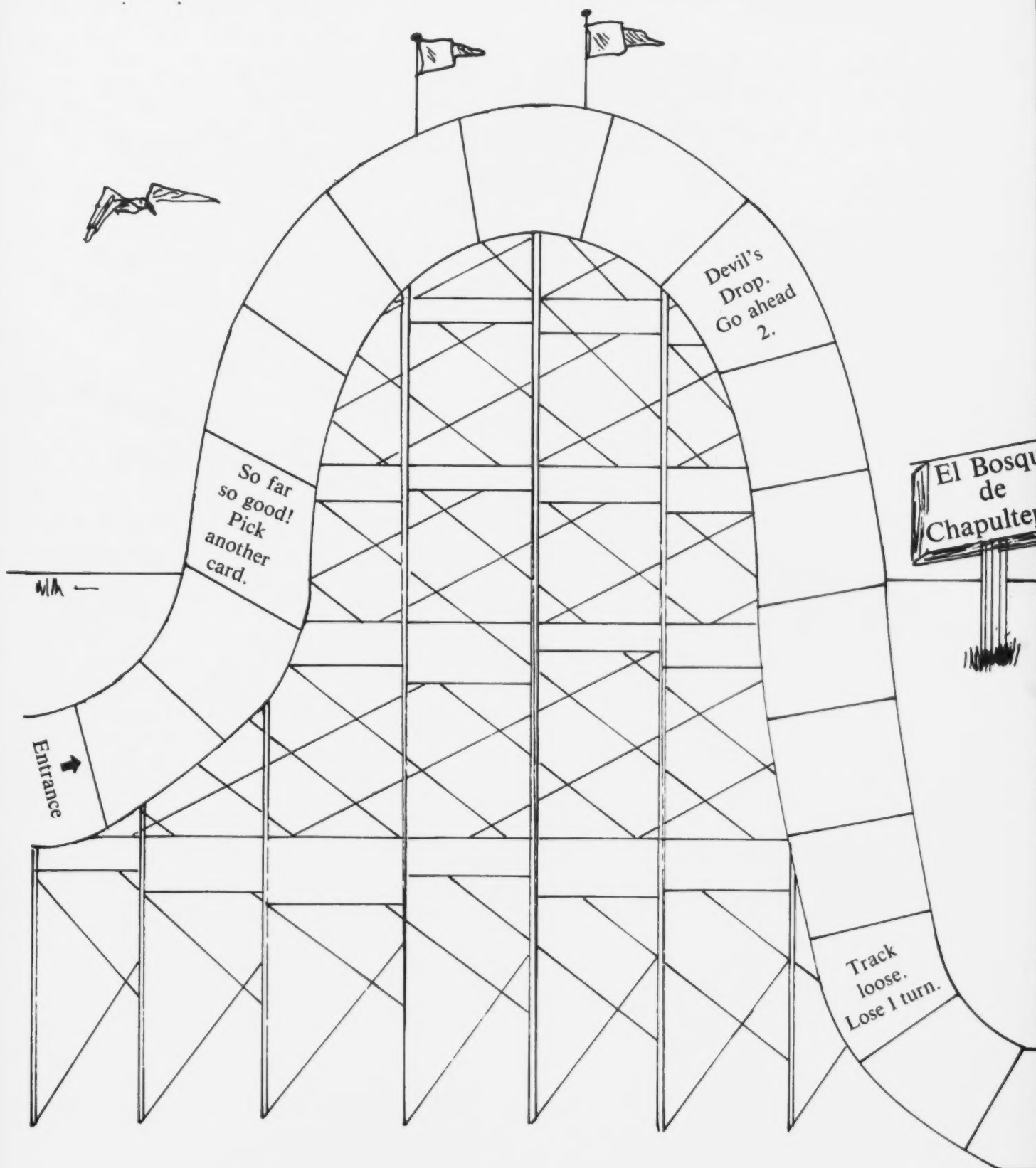
DIRECTIONS: (for 2-4 players)

OBJECT: The object of the game is to be the first player to complete the ride on the roller coaster.

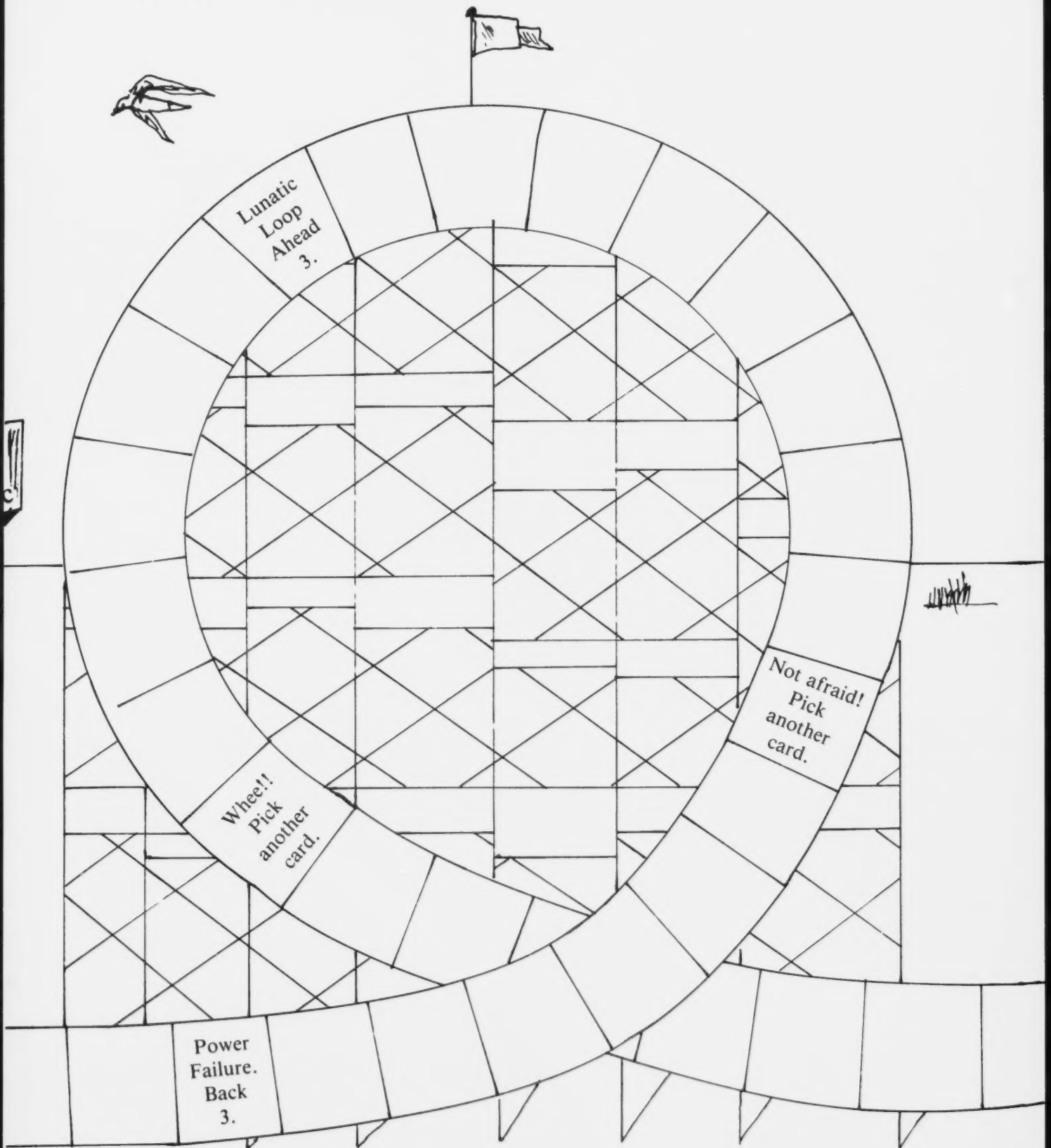
PROCEDURE:

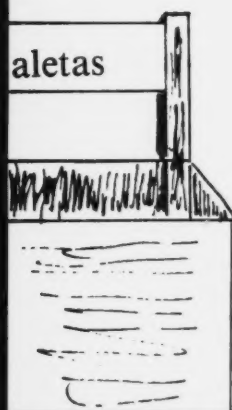
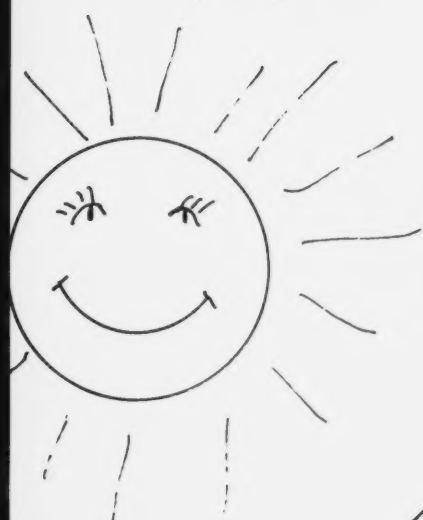
- Throw the die. The player with the highest number begins.
- The first player selects a card from the question pile. If the player can answer the question correctly, he/she may throw the die to see how far she/he may move. (Answers should be checked on the answer sheet.)
 1. If the player lands on a space with additional instructions, he/she must follow the instructions.
 2. If the player lands on a space that says, "Pick another card," the player must take a card, answer correctly, throw the die, and move the number indicated on the die.
- If the player cannot answer the question correctly, she/he must move backwards two spaces.
 1. If this player lands on a space with special instructions that say to go ahead or to take another turn, those instructions must be ignored.
 2. If the player lands on a space with instructions that say to move backwards, the player must follow those directions.
 3. If the player lands on a space that says, "Pick another card," the player may, if he/she wishes, pick another card. If the question is answered correctly, the player does not throw the die, but automatically moves two spaces to the space previously occupied. If the question is not answered correctly, the player must move two more steps backwards and follow the rules given in this section.
- The first player to reach the end of the roller coaster is the winner.



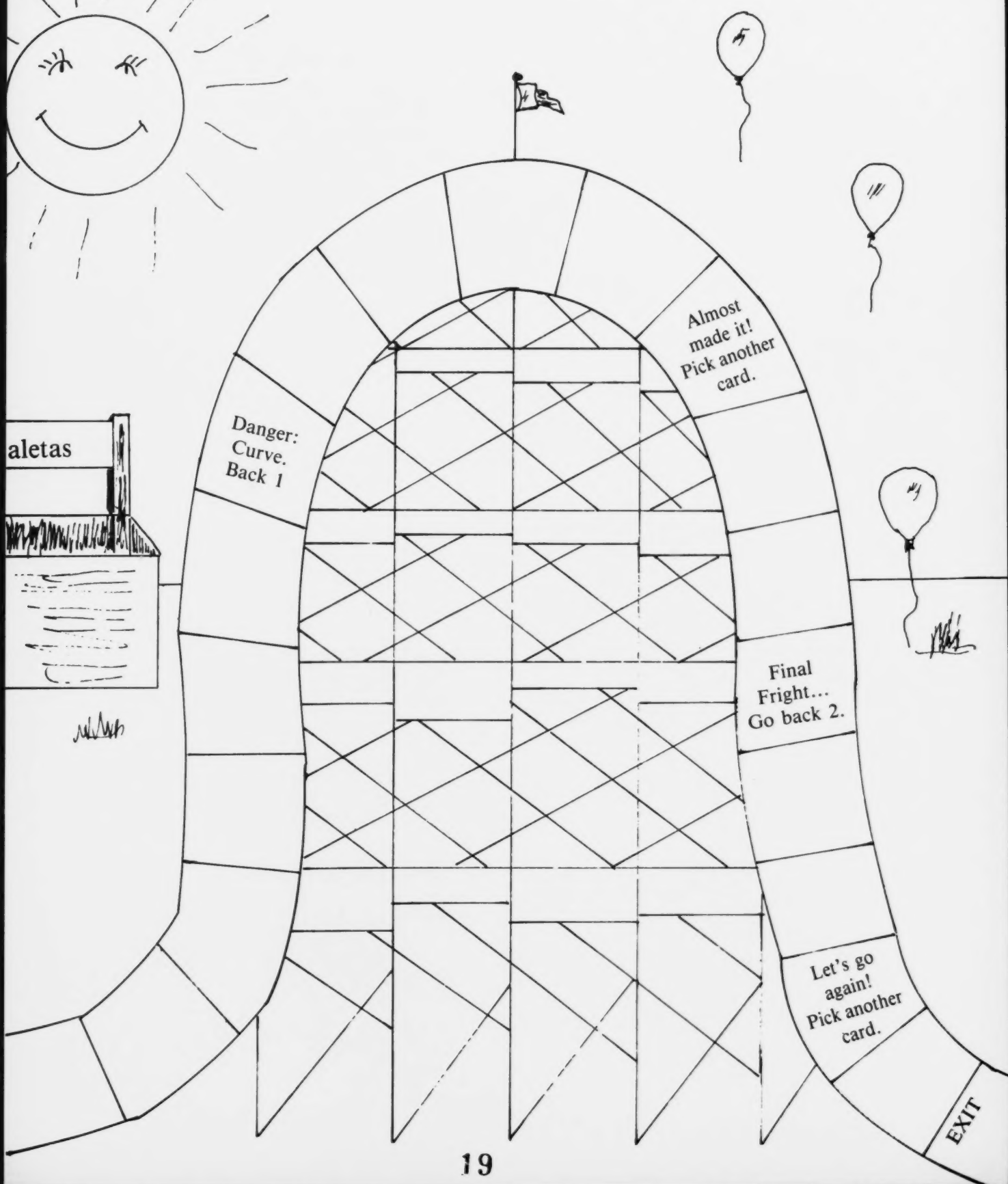


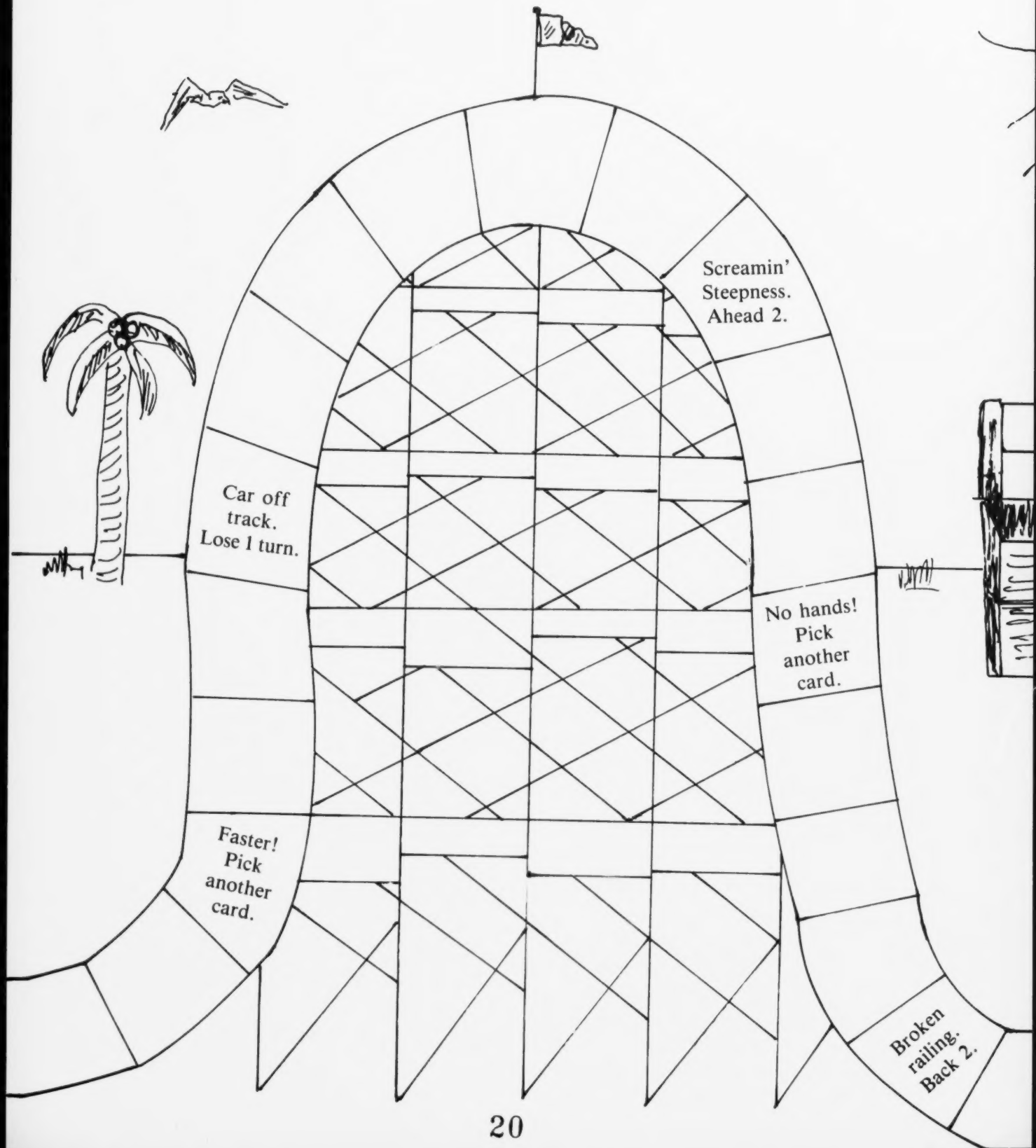
La Montaña Rusa





Wavy lines representing water.





Car off
track.
Lose 1 turn.

Screamin'
Steepness.
Ahead 2.

No hands!
Pick
another
card.

Faster!
Pick
another
card.

Broken
railing.
Back 2.

EL FÚTBOL

TO THE TEACHER:

This game consists of the following materials:

- 1 game board.* The game board comes in two 8½ x 11 sections.
Assemble board by matching the two start areas into a circle.
(Optional: Color the board with felt tip pen. Put the two halves of the game board together, glue onto cardboard, and laminate.)
- 45 blank game cards.* Cut cards apart.
- 4 game markers.* Cut out game balls, color each with a different color pen, glue on cardboard, and laminate.
- 1 direction sheet.*

You need to add the following:

Make a list of 40 questions and answers. Write one question and the corresponding answer on each game card. Follow the diagram below.

Suggestions for question cards:

- Vocabulary game: Prepare 40 sentences from which a key word has been omitted. Student must complete the sentence. Example: Marcos compra _____ en la panadería (pan).
- Vocabulary game: Prepare a list of 40 idiomatic expressions. Write the Spanish expression in the question space and ask the students to give the corresponding English expression. Example: a menudo (often). A more challenging activity would be to have the students use the idiom correctly in a sentence.
- Verb game: Prepare a list of 40 sentences in which the verb is omitted and given at the end of the sentence in the infinitive. The student must give the correct verb form in whatever tense is being studied. Example: Mis amigos _____ al parque. *ir* (fueron)

If there are not enough (40) questions available, repeat the more difficult items. Thus, two cards may have the same question, number, and answer.

EL FÚTBOL

DIRECTIONS: (for two players or for four players)

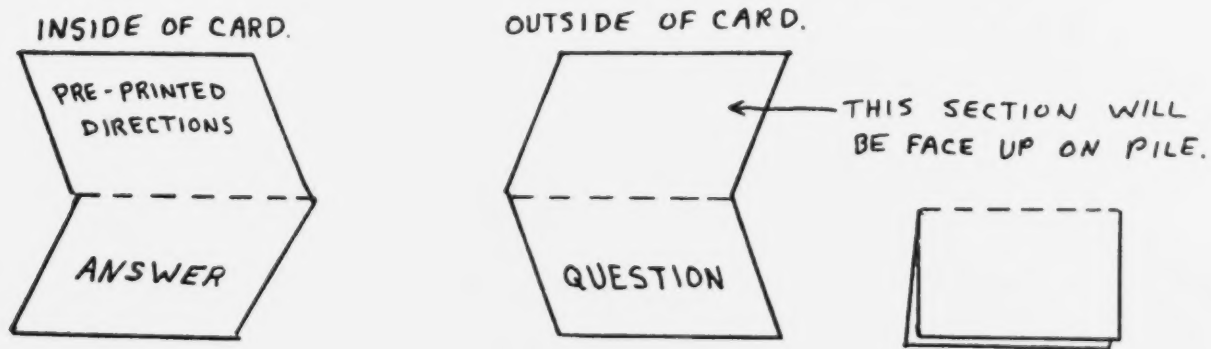
OBJECT: The object of the game is to score *two* goals first.

PLAYERS: Either two players may play this game, in which case a player must move both his/her balls behind the goal first in order to win; or four players may play, in which each player has his/her own ball. If there are four players, however, it is a team game, and both players on a team must move their balls behind the goal for that team to win.

PROCEDURE:

- Players flip a coin to decide which team starts.
- All balls are in the start circle at the beginning of the game.
- The first player picks a card and answers the question. If the player is correct, he/she may move according to the directions on the card. Of course, if a bonus or penalty card is drawn, the directions must be followed without having to answer a question. If the answer is not correct, the player must move back one space or two spaces if the other ball is on the previous space.
- Next the opposing team picks a card and answers the question on the card. If the player is correct, they also move according to the directions on the card, or, if wrong, move back.
- A player cannot land on a space already occupied. If four players are playing, that player would lose the turn if the directions on the card cannot be followed. If only two players are playing, the player may decide which ball to move if the answer to the question is correct.
- The ball must land directly on the correct space in the goal. If the ball would "overshoot" the goal, the player loses the turn, and must try again to get the ball onto the exact space.
- When both balls are in the goal, that team is the winner.

WRITE THE QUESTIONS ON THE GAME CARDS FOLLOWING THIS PATTERN:



Move ahead one space.	Move ahead one space.	Move ahead one space.
Move ahead two spaces.	Move ahead two spaces.	Move ahead two spaces.
Move ahead one space and take another card.	Move ahead two spaces and take another card.	Move ahead three spaces.

COPY THIS PAGE *FOUR* TIMES!

Move ahead three spaces and take another card.	Move ahead three spaces and take another card.	Move ahead four spaces.
Move ahead four spaces.	LOSE TURN!	LOSE TURN!
Go back to start.	Go back to start.	Go back to start.



8

9

10

6

7

3

2

4

1

5

START



START

8

9

10

6

7

3

2

4

1

5

START

START



GOAL

LA CORRIDA DE VERBOS

TO THE TEACHER:

This game consists of the following materials:

- 1 game board.* The game board comes in four 8½ x 11 sections.
Assemble by matching the sections into a large circle.
(Optional: Color the board with felt tip pen, using one color for circles and another for squares. Match the sections of the game board, glue onto cardboard, and laminate.)
- 15 bull cards.* Cut cards apart. (Optional: Dry mount and laminate.)
- 6 game markers.* Cut out markers, glue onto cardboard, and laminate.
- 1 direction sheet.*

You need to add the following:

- 1 die*
- 50-70 question cards and an answer sheet.* The questions should be two separate sets of verb exercises. They should be written on two separately marked sets of cards.
(Use 1/2 of a 3 x 5 index card for each question. Either use two different color cards or mark one set with circles and the other set with squares.)

Suggestions for question cards:

The goal of each of the following suggestions is to practice the difference between two categories of verbs.

Preterite vs. Imperfect. Game I. Put unfinished sentences on the cards, leaving a blank where the verb is located. At the end of the sentence, indicate the verb to be used. While the same verbs may be used for each pile, the sentence should be different.

Example: Paco _____ un accidente. (tener) (tuvo)
Paco _____ diez años. (tener) (tenía)

Preterite vs. Imperfect. Game II. Put translation on the cards. Students must then respond with the correct Spanish.

Example: Mary went to the store.
Robert was going to the store.

Future vs. Conditional. Follow either the plan for Game I or Game II.

Ser vs. Estar. Follow either the plan for Game I or Game II.

Present Subjunctive vs. Past Subjunctive. Follow either the plan for Game I or Game II.

Tocar vs. Jugar; Saber vs. Conocer; Salir vs. Dejar; etc.

LA CORRIDA DE VERBOS

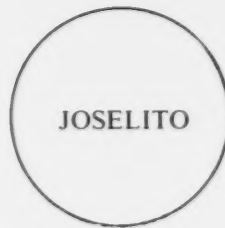
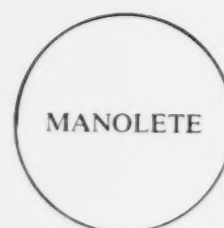
DIRECTIONS: (for 2-4 players)

OBJECT: The object of the game is to reach the center of the bullring first.

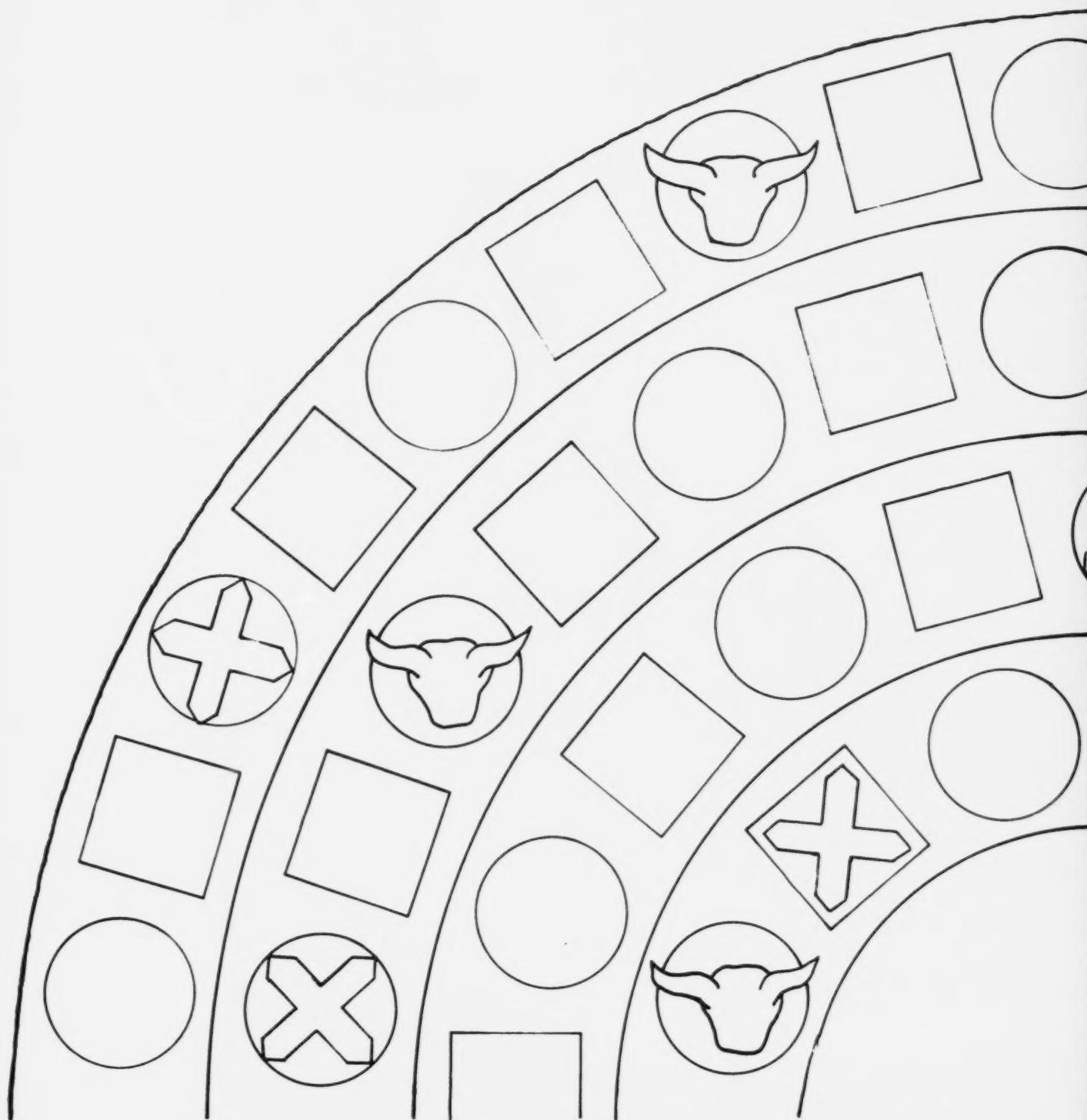
PROCEDURE:

- Roll the die. The person with the highest number goes first.
- Beginning at the entrance, move your marker the number of steps indicated on the die.
 1. If you land on a *circle*, choose a card from the circle pile. If you answer it correctly, stay where you are. If not, go back to the last X. If it is your first turn, go back to the beginning.
 2. If you land on a *square*, choose a card from the square pile. If you answer the question correctly, stay where you are. If not, go back to the last X. If it is your first turn, go back to the beginning.
 3. If you land on a bull, take a bull card, and do as directed.
 4. You may not land on the same square as another player. Instead, go back to the last X and take the corresponding circle card or square card.
- The first player to reach the center of the bullring wins.

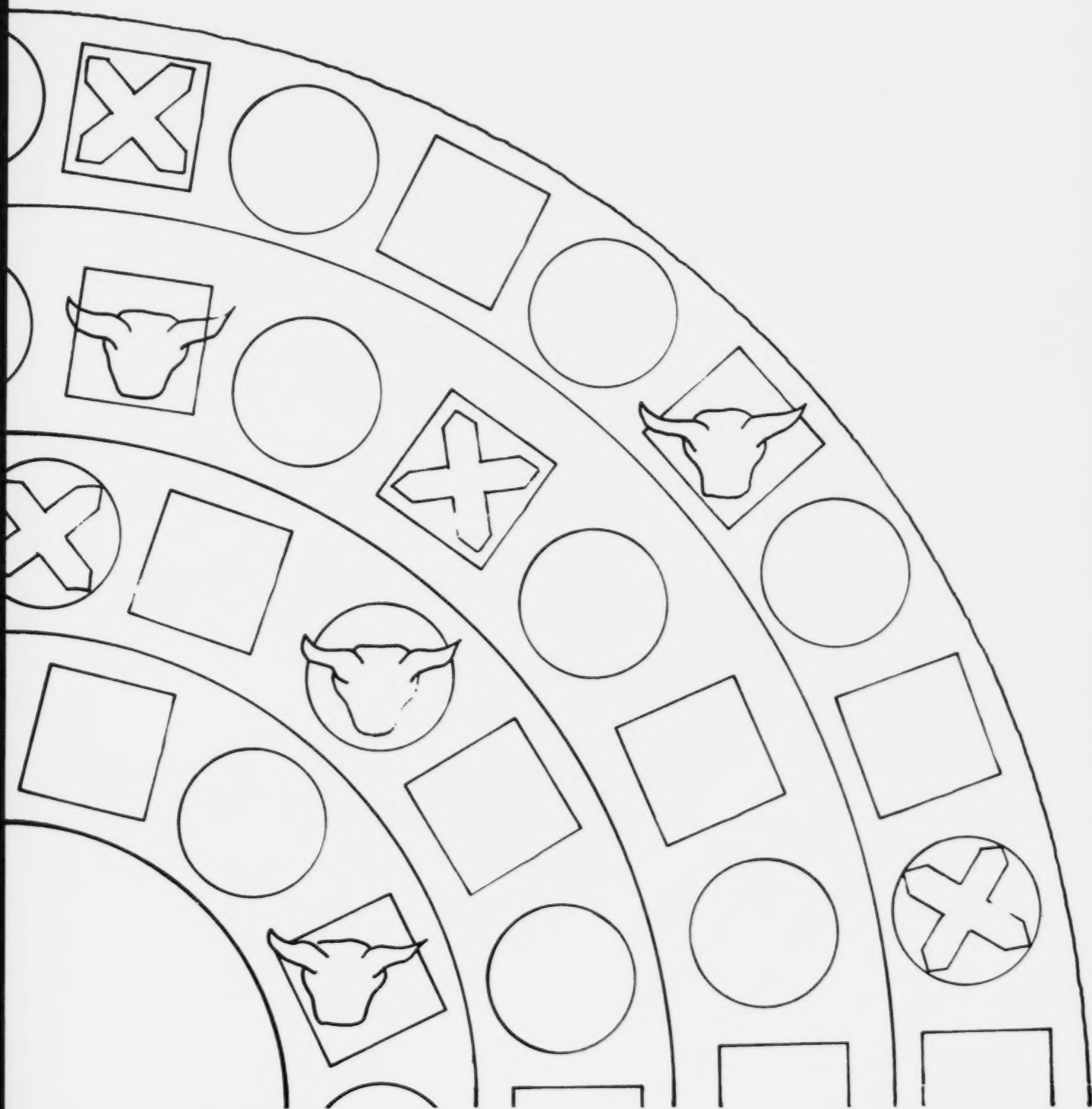
GAME MARKERS:

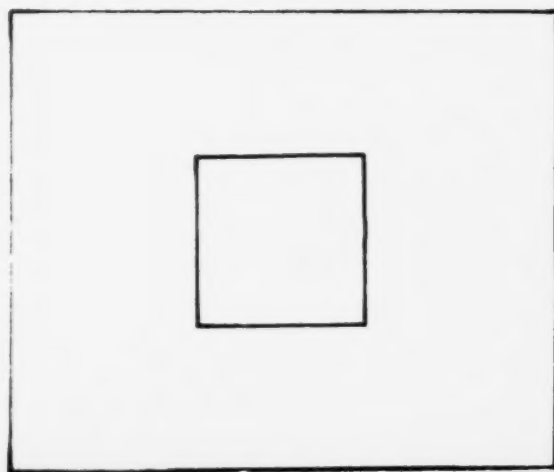
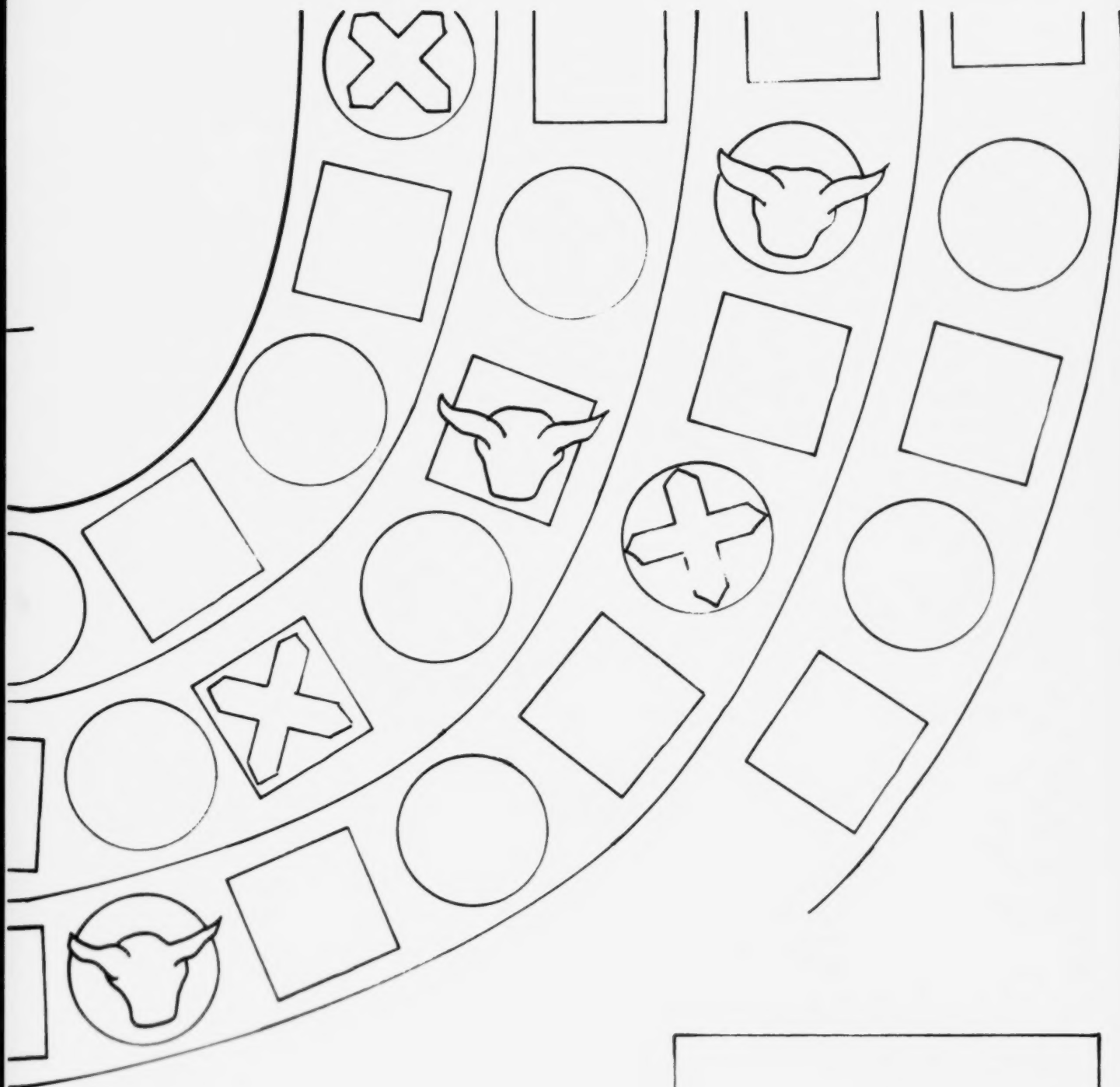


LA CORRIDA



DE VERBOS





BULL CARDS

Gored by bull. Lose one turn.	Lost your nerve. Go back 2 spaces.	Stopped to eat a taco. Go back 1 space.
Banderilla fell out. Go back 2 spaces.	Bull fainted. Go forward 3 spaces.	Crowd applauds you. ¡OLÉ! Go forward 2 spaces.
Swallowed Mexican jumping beans. Jump ahead 2 spaces.	Staring at a señorita. Lose one turn.	You won the sorteo. Go forward 1 space.
Dazzling passes. Go forward 2 spaces.	Your bull is named Ferdinand! Go back 2 spaces.	You're Número Uno. Take another turn.
Crowd whistles. Go back 1 space.	Two ears and a tail for this bull. Go ahead 3 spaces.	They want your "traje de luces" for the Smithsonian. Go forward 1 space.

PASO A PASO

TO THE TEACHER:

This game consists of the following materials:

1 game board. This game board comes in three 8½ by 11 sections. Assemble by placing the *Estados Unidos* section at the top, *Aduana* in the middle, and *México* at the bottom.

(Optional: Color the board with felt tip markers, and/or mount and laminate the board.

4 game markers. Cut out the markers, glue onto cardboard, and laminate.

1 direction sheet.

You need to add the following:

1 die or 1 spinner.

and *EITHER ONE* of the following question formats:

- A) 2 sets of 12-15 question cards (verb phrases) each. (Use 1/2 of a 3 x 5 index card for each question.) Either use two different color cards or mark one set "Estados Unidos" and the other set "México." The "Estados Unidos" set should be easier than the "México" set. If fewer than 12 are available, the verbs or verb phrases may be repeated on two or three cards.
- B) an overhead projectual marked with two sets of questions numbered from one to six each. See below for example.

The questions may be the Spanish verb phrases (tomar el autobús, comer en la cafetería), the English words for verbs (to arrive on time, to leave early), or picture cards. (For pictures, for example, see Basic Vocabulary Builder and Practical Vocabulary Builder from National Textbook Company.)

Suggestions for the question cards:

Since two different sets of verbs may be practiced using this game, the following distinctions might be used:

Well-known verbs vs. new verbs not so well known (any tense)
First conjugation vs. second/third conjugation (any tense)
Regular verbs vs. irregular verbs (any tense)
Present tense vs. present subjunctive
Preterite vs. imperfect

Example of set of questions for overhead projector:

Regular vs. irregular preterite

Estados Unidos	México
1. escuchar la radio	1. poner la mesa
2. mirar la tele	2. estar en casa
3. comprar un disco	3. hacer la maleta
4. leer una revista	4. decir la verdad
5. escribir una carta	5. no poder contestar
6. salir a las cinco	6. no querer ayudar

PASO A PASO

GAME ONE (question cards)

DIRECTIONS: (for 2-4 players)

OBJECT: The object of the game is to be the first player to reach *México*.

PROCEDURE:

All players begin in the *Estados Unidos* square.

- Begin by rolling the die. The highest number goes first, and players take turns playing.
- Roll die again. Move the number of steps indicated on the die. Take a card from the top pile (*Estados Unidos* pile). Give the correct sentence using the subject of the step on which you have landed.
- If you answer correctly, give the die to the next person. If you answer incorrectly, however, go back one space and try again. Take a card and give the answer using the subject of the step you are now on. If you miss a second time, return to the United States block.
- When you pass through the *Aduana*, begin taking cards from the *Mexico* question set. If you answer incorrectly the second time, go back to the *Aduana*.
- You may not land on a step already occupied by another player. Land instead on the first free space before that space.
- The first player to land in *México* wins the game.

GAME TWO (for use with projectual)

DIRECTIONS: (for 2-4 players)

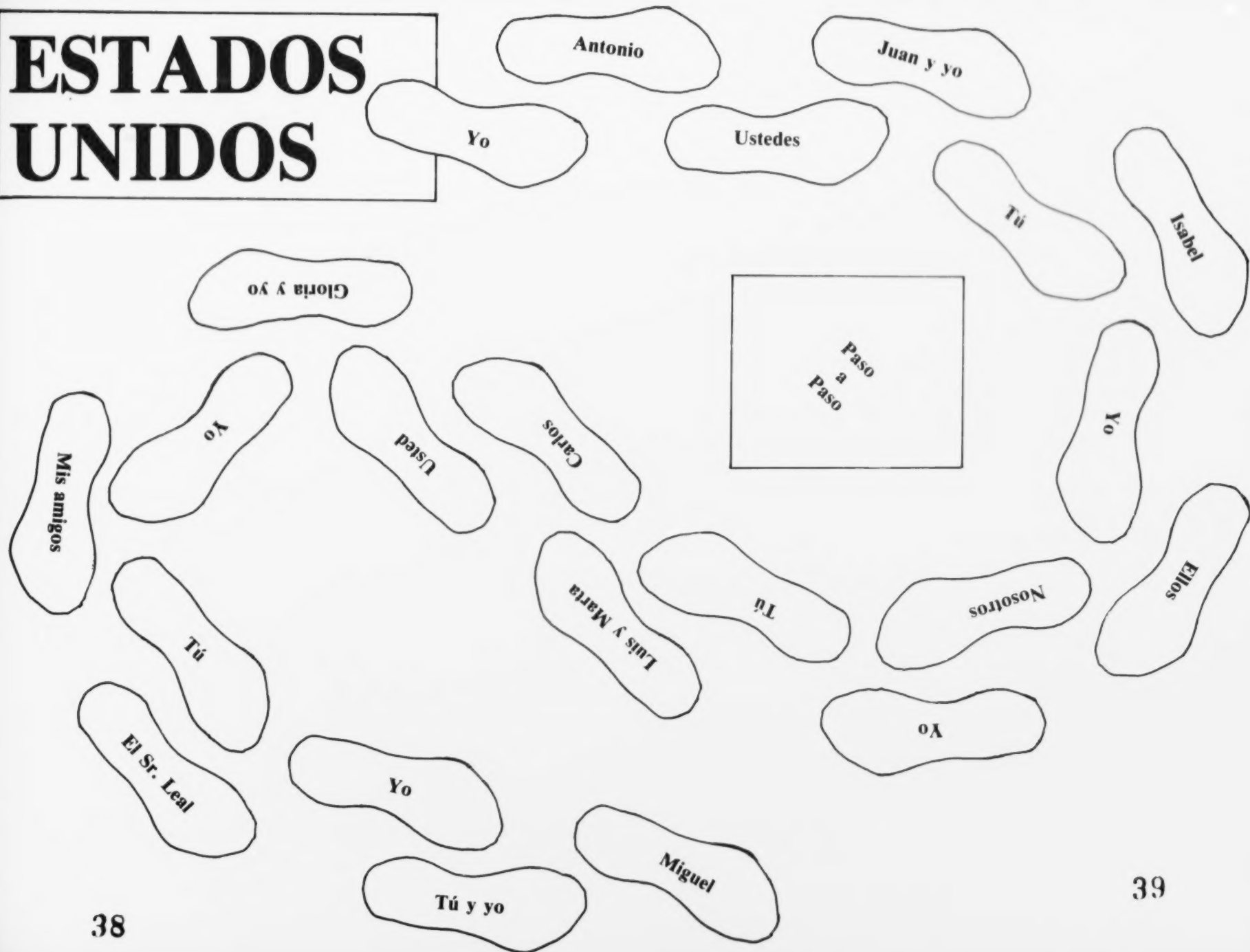
OBJECT: The object of the game is to be the first player to reach *México*.

PROCEDURE:

All players begin in the *Estados Unidos* square.

- Begin by rolling the die. The highest number goes first, and players take turns playing.
- First player rolls the die again. Move the number of steps indicated on the die. Match the number that you rolled on the die with the number from the *Estados Unidos* list on the screen. Give the correct sentence for that phrase using the subject of the step on which you have landed.
- If you answer correctly, give the die to the next person. If you answer incorrectly, however, go back one space, throw the die (but do not move), and try again. If you miss a second time, return to the United States block.
- When you pass through the *Aduana*, begin answering from the *México* list on the screen. If you answer incorrectly the second time, go back to the *Aduana*.
- You may not land on a step already occupied by another player. Land instead on the first free space before that space.
- The first player to land in *México* wins the game.

ESTADOS UNIDOS



LA ADUANA

TAXCO

OAXACA

CANCUN

PUEBLA

TOLUCA

MORELIA

MERIDA

TAMPICO

Marcos y yo

La Sra. Ruiz

Pedro y José

Él

Yo

Anita y yo

Ustedes

Micaela

Yo

Angélica

Ella y yo

Tomás y Paco

Yo

Usted

Tú

Dolores y yo

Tú

Meche y Laura

Tú

Yo

Cristóbal

Nosotros

Ellas

Tú

